DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

8-17HCP; Maybe 4-card suit at 1-level;

RESP ; Cue=F1, INV+ ; Cue then new suit=FG ; New suit=NF;

Jump raise=PRE;

Jump cue-bid=good 4(+) fit , INV. (mixed raise)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd: 15+-18HCP.

4th: 11+-15 HCP, no stopper guarantee.

Resp= the same as 1NT opening.

4th;2NT=19-20HCP; DBL then 1NT/2NT=16-18/21-22 values

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit: weak;

2-suit: Unusual NT 2 lower unbid suit

BAL. position = 12-15, 6+card suit

VUL Jump = 12-15, Inter-medium 6 or 7-card suit.

DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)

Michael cue bid: 1m-2m=2Ms; 1M-2M=OM+m, 55+;

(PREE or STR)

(2M)-4m = m+oM, 5-5 , good hand.

(1M/2M)-3M = asking stopper. (1m)-3m = asking stopper.

VS. Strong /Weak NT

DBL= both majors; 2♣/2♦/2♥/2♠= natural, 5+ suit.

2NT= both minors; 3♣/3♦/♥/♠=PREE.

Reopen: 2♣=2Ms; 2♦=any 6+M, 12-15; 2♥/♠= natural; X=2ms.

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

LEB after (WK2x)-DBL-(P)-2NT; 1/2M-3M=stopper asking;

Over WK 2M: 4♣=♣+OM, 55+; 4♦=♦+OM, 55+;

VS. ARTIFICIAL STRONG OPENINGS : 1♣

Dbl= 2Ms. 1♦/1♥/1♠/2♣= natural , 1NT = 2ms ; **2♦/♥/♠ = natural, wk , 3♣/♦/♥/3♠ = 6+suit, wk.**

VS precision 1♦ :

1♥/♠/2♣/2♦=NAT ; 1NT=15+~18-, BH.

2♥= 2Ms, 5-5+, WK/STR.

OVER OPPONENTS' TAKEOUT DOUBLE

After 1M (X): 1 level suit is forcing / 2 level suit non-forcing

XX=show power , usually 10 HCP or more , B.H.

2N= INV+ 4M , 3M = PREE.

After 1m (X) : 2N= PREE , 3m = INV value.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	0-1, 3rd/5th	0-1, 3rd/5th
NT	0-2, 4th	0-2, 4th , low from 3+card.
SubSeq	0-1 4th	
Others: 0-1 4th		
5-level : A= ATT , K= CT (NT same).		

LEADSXXS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax	AK(+); Ax
King	KQ(+); AK; Kx	AKJ10(+); KQ(+)
Queen	QJ(+); Qx;	QJ(+); Qx; KQ109(+)
Jack	KJT(+); J10(+);Jx;	J10(+); AQJ(+); Jx
10	K109(+);109(+);10x	109(+); AJ10(+); KJ10(+);10x
9	9(+); 9(x)	9(x); H109(+)
S	Sx	xSxx(+); Sxx, Sx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declare's Lead	Discarding
Suit	1	Reverse attitude	Reverse count	Reverse attitude
	2	Reverse count	S/P	Reverse attitude
	3	S/P		
NT	1	Reverse attitude		Reverse attitude
	2	Reverse count	Reverse count	Reverse attitude
	3	S/P Lavinthal		

Signals (including Trumps):

A for Count ; K for Attitude. Trump : hi-lo = ruffing intention

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DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11+ with classic shape; Cue bid promise rebid;

Reopening maybe lighter;

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

T/O DBL thru 4♥.

Neg. DBL thru 3♠.

Resp. DBL thru 3♠.

Sup. DBL thru 2♥.

Lightener DBL;

MAX. DBL.

1m-(1H)-X= 4+S , F1 / 1S= Negative Dbl , S < 4.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5-5-4-2

1NT opening: 15-17, may 5-M or 6-m possible.

2 over 1 Response: Almost GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦= WK , ♠ & ♥ , 4-4 up.

2♥= WK , 5+♥

2♠= WK , 5+♠

3NT= Gambling

R. Drury.

Lebensohl.

Bergen Raise

Natural against 1NT.

4th seat opening : 2D/2H/2S = 12-15 , 6+ good suit.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT

Probably light opening at 3rd position

May not response 4 card Major after Stayman (look as 3

suit strength worst than J9xx. Or 4333 prefer play NT)

May not open 1M if suit worse than J9xxx (open 1C/D)

PSYCHICS: Rare.

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
				Yeh Bros Super Mixed team			**2018/03/04**
1♣		2	3♠	12-21	1♦/♥/♠=4+♦/♥/♠; 1NT=6-9HCP; 2♣=5+♣, GF;	1♣-1M-1NT-: 2♣= puppet to 2♦ ; 2♦=GF	1C-2C= 6-9 , 5+C 1C-3C= 10-11 , 5+C
				May be very light in third	2♦=5+♣, INV; 2♥/ 2♠=3-7HCP	XYZ convention	Jump new suit = fit showing
					2NT=11-12, Inv ; 3♣=5+♣, PRE		
					3NT=13-15; 3X=SPL,12-15HCP, 5♣+;		
1♦		4	3♠	12-21	2♣=5⁺♣, GF;2♦=4+♦,GF; 2♥/♠= same 1♣	1♦-1M-1NT-2♣=puppet to 2♦ ; 2♦=GF	1D-2D= 6-9 , 4+D
				May be very light in third	Others=the same as 1♣ open;	XYZ convention	1D-3D= 10-11 , 4+D
					3♦=5⁺♦,PRE		Jump new suit = fit showing
1♥		5	3♠	12-21	1NT=F1R, 2/1=almost GF; 2♣/♦=3+♣/5+♦.	1♥-2♣; 2X-2NT=13-15, BAL.	R Drury
				May be very light in third	2♥=8-10;2♠=3-7HCP, 6+suit,3♣=7-9 HCP 4⁺♥;3♦=4⁺♥,10-12		2NT=4+♥ SPL w/a shortage 3♣/♦ = Fit show
					2NT=Jacoby, 4⁺♥, GF; 3♥=4⁺♥ 0-6; 3♠/4♣/4♦=12-15HCP,SPL	1♥-2NT; 3X= short suit / 4X=5+suit, S.I.	
					4♥=PRE 0-8HCP 5+♥;		
1♠		5	3♥	12-21	the same as above; 3♥= PREE;	The same as above;	The same as above;
				May be very light in third	2♣/♦=2+♣/5+♦.		
1NT				15-17,BAL.	2♣=puppet stayman; 2♦/2♥=transfer ♥/♠; 4♣=Gerber 4♦/♥= Texas TRF.	1NT-2♣-2♦(=no 5Ms): 2♥=4♠s/ 2♠=4♥s/ 2NT= INV/ 3NT= s/off /3♣/3♦=5+♣/♦, GF. 3♥/3♠=5-♠+4♥/4-♠+5-♥, GF.	
					2♠=(1)WK/INV/ST with ms (2) INV with Bal	1NT-2♠-:2NT=min / 3♣/3♦=Max with good suit.	
					2NT/3♣=Transfer to 3♣/3♦		
					3♦=2Ms 5-5+, INV or better.		
					3♥=3154 or 3145;		
					3♠=1354 or 1345;		
2♣	*	0		Strong hand	2♦=GF; 2♥=0-3Hcp;	-2♦ : 2♥=puppet to 2♠ then 2NT=25-27	
					2♠/3♣/3♦=5+♠/6+♣/6+♦ ; 2NT=5+♥s		
2♦	*	0		WK ♥&♠ 4-4up	2NT= INQ ; 3♣/3♦ = suit, NF; 3♥/♠=PRE 4♣/4♦ =suit, GF ; 3NT/4♥/♠=S/O	2♦-2NT-3♣=min 5-4+;3♦=min 4-4;3♥=max 5-4 3♠=max 4-5;3NT=max 4-4;4♣=max 5-5 ♣x; 4♦=max 5-5 ♦ x;4♥=max 4-6;4♠=max 6-4	2♦-(Dble)-XX=same cds in ♥/♠ -Pass=want to play. -2♥/♠/3♣=to play.
2♥		5		5+♥ WK	2NT= Asking; 3♥=PRE/ New Suit = suit, NF.	-2NT: 3♣/♦/♠= ♣/♦/♠ shortness. 3♥=min. w/o shortness, 3NT=Max w/good suit.	
2♠		5		5+♠ WK	2NT= Asking; 3♠=PRE, New Suit = suit, NF.	-- ditto --	
2NT				20-21HCP	3♣=puppet stayman;3♦/♥/4♦/♥=TRF to ♥/♠;	2NT-3S ; 3NT= none / 4♣=4+♣ / 4♦=4+♦ / 4♥=	
					3♠= minor asking	2344 / 4♠=3244	
					4♣= Gerber (0-4/1/2/3)	**HIGH LEVEL BIDDING**	
3♣/♦ 3♥/♠		6		Preemptive	New Suit = suit, F ; 3NT=to play. JNS=CAB , 4NT= RKCB	Gerber ; D0P1 ; DEPO ; R0P1	
3NT	*			one solid 7+ minor suit	4♣/♦/5♣=P/C; 4♥/♠= to play	RKCB=0-3 / 1-4 / 5NT=void + odd keycard; 6X=X' void + even keycard	
4♣/♦		7		PREE	4♥/♠= to play , 4NT= RKCB	GSF ; 1M-(4X)-4N= RKCB, 1m-(4S)-4N= any 2 suits	
4♥/♠		7		PREE	4NT=RKCB , New suit=CAB	SPL ; (4S)-4N= any 2 suits	
5♣/♦		8		PRE; rule 2&3	New suit=CAB;5NT=GSF (6♣=1 loser 6♦=no trump loser)		